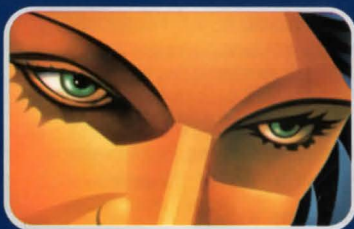




CLUE[®] FX



For 2 to 4 Players / AGES 8+

THE GAME SETUP**CONTENTS**

- Clue FX Gameboard with electronic Tudor Mansion base permanently attached
- Cardboard Tudor Mansion assembly and Backdrop with plastic roof and turret
- 4 Cardboard Player Folders and 4 Clips
- Deck of Cards: One card for each of the 8 Suspects, 9 Locations, and 6 Weapons
- 4 Guest Pawns: Prince Azure, Lady Lavender, Lord Gray, Miss Peach
- 8 Suspect Envelopes
- Confidential Case File Envelope
- Pad of Detective "Notebooks"

BATTERIES

Insert batteries: Loosen the screw on the battery compartment, located on the back of the Tudor Mansion, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

**CAUTION:**
TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions;
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

Mr. John Boddy, nephew of the late Sir Hugh Black, was hosting an afternoon garden party at Tudor Mansion for all of his uncle's colorful associates. During the party, Miles Meadow-Brook (John Boddy's lawyer) pulled Boddy aside for a private meeting to discuss concerns he had regarding some of the details of Sir Hugh's will.

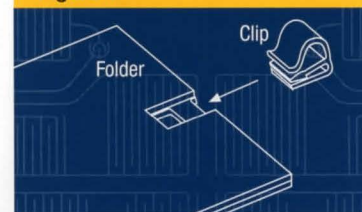
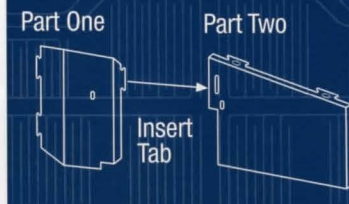
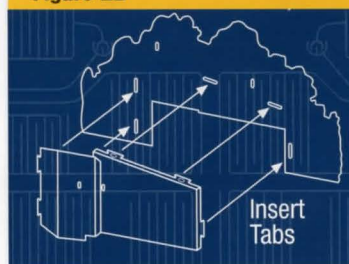
After his meeting, Mr. Meadow-Brook was seen leaving the mansion, heading back toward the Garden. Some time later, he was found dead! His body had obviously been moved from somewhere else on the grounds.

OBJECT

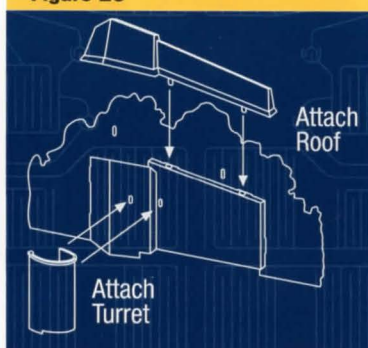
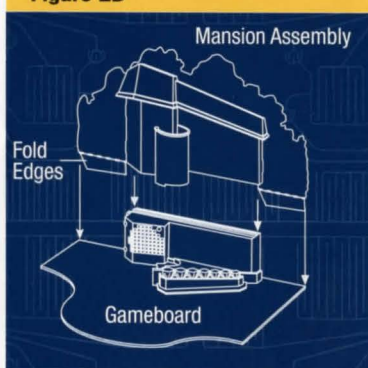
Mr. Meadow-Brook, apparently the victim of foul play, is found on the grounds of Tudor Mansion. To win, you must find Inspector Brown and give him the answers to the following questions: "Who did it?" "Where?" and "with what Weapon?"

ASSEMBLY

- Remove all of the plastic pieces from the bags. Discard the bags.
- Punch out the cardboard pieces from the parts sheets. Discard the cardboard waste.
- Attach the clips to the player folders as shown in Figure 1.

Figure 1**Figure 2A****Figure 2B****ASSEMBLE TUDOR MANSION**

1. Fold the two cardboard Tudor Mansion front pieces along the score lines and join them together by inserting the tab into the slot. See Figure 2A.
2. Attach the mansion front to the cardboard backdrop by inserting the tabs into the slots. See Figure 2B.
3. Attach the plastic roof by inserting the plastic tabs into the backdrop slots and the plastic posts into the holes in the top of the mansion front. See Figure 2C.

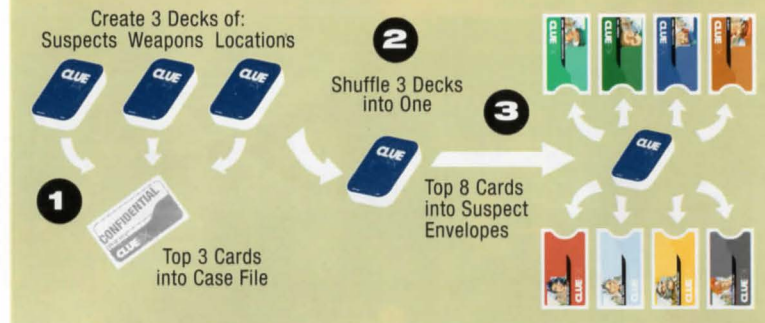
Figure 2C**Figure 2D**

4. Attach the turret to the front of the mansion by inserting the plastic tabs into the slots on the front assembly. See Figure 2C.
5. Now unfold the gameboard. Fold the bottom edges of the backdrop back along the score lines. Then attach the entire mansion by sliding the assembly into the grooves on the side of the mansion base.

See Figure 2D. Make sure the bottom edges of the backdrop are folded back and, when assembled, rest on the edge of the gameboard.

SETUP

- Sort the deck of cards into three piles: Suspects, Locations, and Weapons. Shuffle each pile separately and place them facedown on the table. Then, so no one can see, take the top card from each pile and place it into the Confidential Case File envelope. This envelope now contains the answers to the questions: "Who did it?" "Where?" and "with what Weapon?" Set the Case File envelope off to the side for now, but don't put it too far away. Without it, you can't solve the crime!
- Now, take the three card piles and shuffle them together into one deck. Place the deck facedown on the table.
- Take the top card from the deck and, without looking at it, place it into one of the suspect envelopes. Repeat this for all eight suspect envelopes. Once there is a card in each envelope, place the envelopes, picture-side up, near the edge of the gameboard, within reach of all players. Be careful not to reveal which cards are in the envelopes.
- Deal the remaining cards clockwise to each player around the table.

Dividing the Cards

- Each player chooses one of the four guests (Lord Gray, Lady Lavender, Miss Peach, and Prince Azure). Take the pawn of the guest you've chosen and the matching colored player folder. Place these in front of you for now. **NOTE:** If you are playing with less than four players, place the extra pawn(s) and player folders back in the box out of play.

**DETECTIVE'S NOTE:**

The eight suspect envelopes represent the suspects under investigation for the murder of Miles Meadow-Brook. Each suspect holds a piece of evidence vital to solving the mystery. Throughout the game, you will want to find each of these suspects and question them to find out what they know.

DETECTIVE'S NOTE:

The four Guests (Lord Gray, Lady Lavender, Miss Peach, and Prince Azure) are helping you to solve the murder at Tudor Mansion. They are **NOT** suspects in the crime!

- Secretly look at your cards. Because they're in your hand, they can't be in the Case File envelope. This means none of your cards was involved in the crime.
- Take a sheet from the detective's notebook and clip it into your folder. With a pencil (not included), secretly check off the cards that are in your hand.

Grounds of Tudor Mansion

Location Name



Log-in Space

Inspector Brown

Early in the game, Inspector Brown will appear on the scene. It's important to keep track of his whereabouts because you will need to find him when you've solved the crime and are ready to make your Final Accusation.

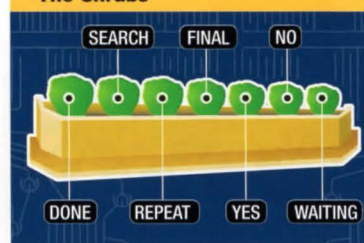
Tour the Grounds of Tudor Mansion

You are helping Inspector Brown investigate the murder at Tudor Mansion. The eight suspects (Colonel Mustard, Professor Plum, Mrs. White, Miss Scarlet, Mrs. Peacock, Mr. Green, Mrs. Meadowbrook, and Rusty) are currently wandering about the grounds.

Each of them holds a clue that you need to know in order to solve this mystery.

Where will you start your search? Maybe you can find Colonel Mustard hiding in the Stable. What might Miss Scarlet be up to at the Boat House? And why would Professor Plum be reading at the Gate House?

Before you begin your investigation, take a quick look around the grounds and take note of the locations where these suspects might be hiding.

The Shrubs**GAMEPLAY**

- Turn the game on by sliding the ON/OFF switch, located on the back of the Tudor Mansion base, to the ON position.
- The Narrator (Mr. Ashe), who is John Boddy's Butler, will ask which guests are playing. Respond by pressing the shrub (in front of Tudor Mansion) marked "YES," or the one marked "NO." After you answer for all four guests, the Narrator will welcome you all to Tudor Mansion.

EXAMPLE:

"Is Lord Gray playing?"

PRESS YES

"Is Lady Lavender playing?"

PRESS NO

"Is Miss Peach playing?"

PRESS YES

"Is Prince Azure playing?"

PRESS YES

"Aahhh...Lord Gray, Miss Peach, and Prince Azure. Welcome to Tudor Mansion..."

The START Space

Start Space

- Now place your pawns on their START spaces.

DETECTIVE'S NOTE:

You may also start the game by simply placing your pawn directly on its matching START space and pressing it down.

ON YOUR TURN

- Move.
- Search or Make a Suggestion.
- Make a Final Accusation.

1. MOVE

When your guest's name is called out, it's your turn.

DETECTIVE'S NOTE:

Each guest is called out once during a round, but the order in which he/she is called is random and will vary from round to round. In a 2-player game, players will alternate turns.

ENTERING A NEW LOCATION

When it's your turn, you **must** move your guest to a new location. (Exception: You do not have to move if you are at the location with the Inspector AND are making your Final Accusation. You will learn more about this later.) You may move directly into any of the nine locations on the board. More than one guest may be in a location at the same time.



To enter a new location, place your pawn anywhere on the log-in space and press down. When you enter a location, you may or

may not encounter suspects or find the Inspector.

Encountering a Suspect and Finding the Inspector

Remember that each suspect has a clue to the crime. Throughout the game you'll want to question as many of the eight suspects (Colonel Mustard, Professor Plum, Mrs. White, Miss Scarlet, Mrs. Peacock, Mr. Green, Mrs. Meadow-Brook, and Rusty) as possible so you can learn what information they hold. This will help you put together clues so you can make your Final Accusation.

DETECTIVE'S NOTE:

The eight suspects and the Inspector are constantly moving around the grounds of Tudor Mansion. Sometimes you will be told where they moved to and from; but sometimes they may sneak by you. Keep your ears open and listen for their whereabouts.

When you enter a location that has one or more suspects in it, the Narrator will announce who is there.

EXAMPLE: You enter the Stable. The Narrator says: **"You see Mrs. Peacock at the Stable."**

If there is a suspect at the location that you've entered, you can immediately question him/her by taking his/her suspect envelope and secretly looking at the card inside. Mark your detective sheet with the clues you've just uncovered. Then return the card to its envelope and place the envelope back near the edge of the gameboard.

- If there is more than one suspect in the location, you may look inside each of those suspects' envelope.
- If there are no suspects at the location you've entered, the Narrator will tell you there are no suspects there. You CANNOT look inside any of the envelopes.
- If you enter a location where the Inspector is, the Narrator will tell you he is there.

Now, continue your turn by EITHER searching for a hidden suspect or making a suggestion.

DETECTIVE'S NOTE:

Remember to mark down the locations where you find the Inspector. This will help you when you are trying to find him to make your Final Accusation.

2. SEARCH OR MAKE A SUGGESTION**Searching**

Once you have moved into a new location and questioned (checked the envelopes of) any suspects who are already there, you may want to search to find a suspect that might be hiding from you. If you want to search the location, press the shrub marked "SEARCH."

The Narrator will then tell you if any suspects are hiding in that location.

- If a suspect is found, you may immediately look inside that suspect's envelope and mark down the information on your detective sheet.
- If no suspects are found, you CANNOT look inside any of the envelopes. Better luck next time.

DETECTIVE'S NOTE:

If another guest is at the location with you when you search and find a suspect, the player controlling that guest may also look inside the suspect's envelope.

Once you have searched the location, your turn ends.

EXCEPTION: If you searched and found the Inspector AND you want to make your Final Accusation, you may do so immediately. See **Making a Final Accusation** on page 12.

Making a Suggestion

By making Suggestions and using the process of elimination throughout the game, you try to discover additional clues to the crime. You can only make one Suggestion per turn. To make a Suggestion, name any one of the eight suspects, any one of the six weapons, and your current location.

DETECTIVE'S NOTE:

Make sure that you mark on your detective sheet the "seen" circle next to any suspects that you have questioned. This way you won't continue to search for them.

DETECTIVE'S NOTE:

If you search for a suspect, there is a good chance you will find one you haven't seen yet. If you have already seen all eight suspects and you search, you may find the Inspector.

Proving a Suggestion True or False

As soon as you make a Suggestion, your opponents, in turn, try to prove it false. The first to try is the player to your immediate left. That player looks at his/her cards to see if any of the three cards you named are there. If the player has one of the named cards, he/she must show it to you (and ONLY YOU). If the player has more than one of the cards that you named, he/she only has to show you one. The card shown is his/her choice.

If that player has none of the cards that you named, then the chance to prove your Suggestion false passes to the next player to the left.

DETECTIVE'S NOTE:

When making a Suggestion, you must name your current location.

As soon as one player shows you one of the cards that you named, it is proof that this card cannot be in the Case File envelope. Now mark this card's information on your detective sheet and end your turn by pressing the shrub marked "DONE."

If none of your opponents can prove your Suggestion false, end your turn by pressing the shrub marked "DONE."

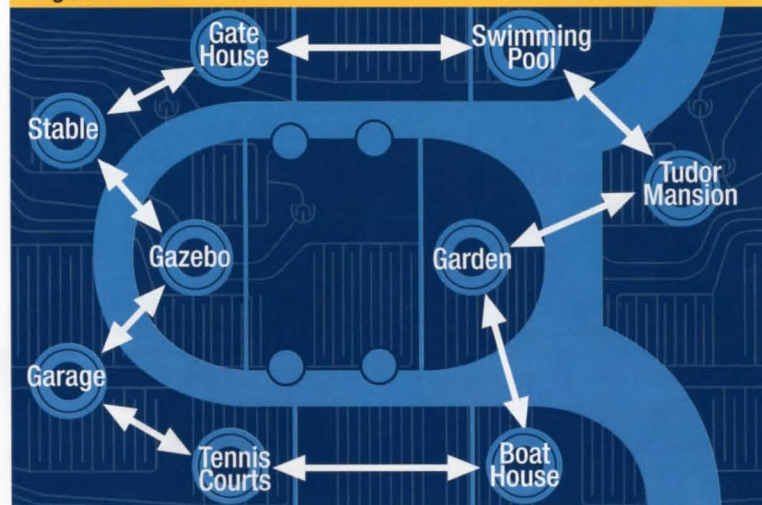
Special Notes about Suggestions

When making a Suggestion, you may, if you wish, name one or more of the cards that you're holding in your hand (or ones that you've already seen in the suspects' envelopes). You may want to do this to draw out specific information, or to throw your opponents off the trail.

DETECTIVE'S NOTE:

Don't jump to conclusions too quickly. Remember that each of the suspects' envelopes holds a clue as well, and you want to question as many of these suspects as possible. You wouldn't want to falsely accuse someone, would you?

Figure 3



SUSPECTS' AND THE INSPECTOR'S MOVEMENTS

While you are trying to find the eight suspects for questioning, they are trying to avoid you by constantly moving around the grounds. Just when you think you know where they are... they move!

In between each player's turn (starting after the first turn is taken) one or possibly two suspects, and maybe the Inspector, will be moved electronically by the game to new locations. The suspects (and the Inspector) will move one space, in either direction, to a location adjacent to the one they departed.

An adjacent location is one that's entry is next on the path around the grounds. See Figure 3. There's no telling who might move next... or to where.

DETECTIVE'S NOTE:

If a suspect moves into a location while guests are there, any player controlling a guest in that location may immediately look inside that suspect's envelope, whether or not it is your turn. If the Inspector moves into a location while you are there, be sure to take note of it.

Announced Movements

If the suspects' (or Inspector's) movements are seen by a guest (meaning they move from or to locations guests currently occupy), the Narrator will announce the move.

EXAMPLE 1: Miss Peach and Mrs. White are at the Stable. Mrs. White moves to the Gate House. No guests are at the Gate House. The Narrator says: **"Mrs. White has left the Stable."** Mrs. White's destination was not announced because no guests were at the Gate House.

EXAMPLE 2: Miss Peach and Mrs. White are at the Boat House. Mrs. White moves to the Garden. Prince Azure is already at the Garden. The Narrator says: **"Mrs. White has left the Boat House and entered the Garden."**

SOUND CLUES

If the suspects' departures and arrivals are unseen by any guests (they move from and to locations where there are no guests present), a sound clue MAY be given. The sound clues are the same ones you hear upon moving your guest's pawn into a location. The sound clue will only be given for the location where the suspect is arriving. Listen closely for these sound clues, they may help you to track down suspects you still need to question!

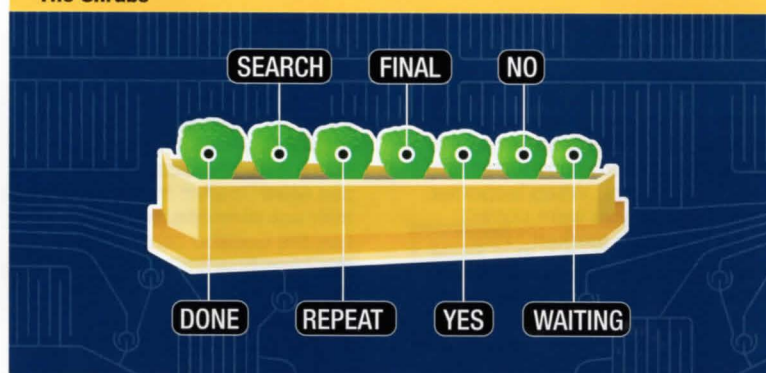
EXAMPLE: It's the end of Miss Peach's turn. Miss Peach and Lady Lavender are at the Stable. Lord Gray and Prince Azure are at Tudor Mansion. Rusty moves from the Garage to the Tennis Courts and Mrs. White moves from the Gate House to the Swimming Pool. Neither Rusty's nor Mrs. White's movements are seen by any guests. Before the next player's turn is announced, you might be given a sound clue for the Swimming Pool. If you're paying attention and hear this sound clue, you would know that a suspect had just moved to the Swimming Pool.

3. MAKING A FINAL ACCUSATION

VERY IMPORTANT: When you think you've figured out which three cards are in the Case File envelope, you must find Inspector Brown. It is only when you are in the same location as him that you can make your Final Accusation.

REMEMBER: When making your Final Accusation, you DO NOT need to be in the location you are naming; you just need to be in the same location as the Inspector. To make a Final Accusation, press the shrub marked "FINAL." You will be asked to confirm that this is what you want to do. Press the shrub marked "YES" to confirm. Now, announce Who you think did it, Where, and with what Weapon.

"I accuse Colonel Mustard of committing the crime in the Stable with the Lawn Gnome."

The Shrubs

After you make your Accusation, take the Case File envelope and, without showing the other players, look at the cards inside.

If Your Accusation is Incorrect

If one or more of the cards in the Case File were not the ones you named in your Accusation, you were incorrect. Put the cards back into the Case File (without showing them to the other players) and when Inspector Brown asks you if you were correct, press the shrub marked "NO."

The Inspector will tell you, ***"You should have been more diligent in your deductions."***

You will hear the next player's turn announced. The game continues until a player makes a correct Accusation. The Narrator will no longer call out your guest's name and you cannot take any more turns. However, you can continue to prove other players' Suggestions false by showing them your cards.

DETECTIVE'S NOTE:

If you searched and found Inspector Brown, you MAY IMMEDIATELY make your Final Accusation. Inspector Brown will ask if this is what you want to do. If it is, press the shrub marked "YES" and follow the instructions. If you're not ready to make your Final Accusation, press the shrub marked "NO." This ends your turn.

WINNING

You win the game if your Accusation is completely correct – that is, if the Case File envelope contains all three of the cards you named. After finding the three cards you named, show them to the other players. When Inspector Brown asks if you were correct, press the shrub marked “YES.”

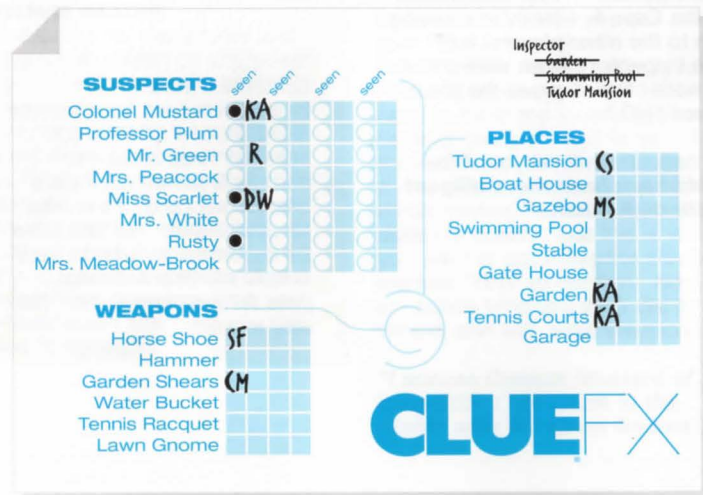
THE INSPECTOR'S ADVICE

- When recording the cards that you have seen, write down the initials of the player who showed you the card. You may be able to deduce additional information when it is not your turn.
- Keep track of the Inspector's movements. **REMEMBER:** You need to find him when you know all the answers.
- If another player moves to a location with a lot of suspects

that you need to see, try to go there before they leave.

- When recording information from suspect envelopes, write the initials of the character in the appropriate box. For example: You move to a location and you see Miss Scarlet. You look in her suspect envelope and see she has the Gazebo card. Write MS (for Miss Scarlet) in the Gazebo box on your detective's sheet.

See Figure 4 below for how to use your detective's sheet. This player has already questioned Colonel Mustard (CM), Miss Scarlet (MS) and Rusty (R). Inside Colonel Mustard's suspect envelope, she found the card for the Garden Shears; in Miss Scarlet's envelope, she found the card for the Gazebo; and in Rusty's envelope, she found the card for Mr. Green. She has

Figure 4

marked her initials (KA) in the boxes for Colonel Mustard, the Garden and the Tennis Courts because these are the cards in her hand. She has also marked her opponents' initials (CS, DW, SF) in the boxes corresponding to the cards they have shown her to prove her suggestions false.

None of the cards this player has seen can be in the Case File envelope and therefore could not be involved in the crime.

This player has also been tracking the Inspector's movements so she will know where he is when she is ready to make her Final Accusation.

Waiting

If an opponent is taking too much time on his/her turn, try pressing the shrub marked “WAITING” for a prompt to move him/her along.

Repeat

If you missed what was said, press the shrub marked “REPEAT.”

Shut Down

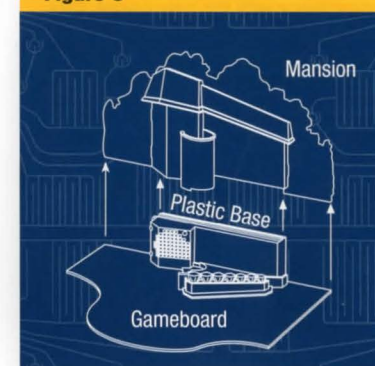
The game will shut down after 15 minutes, if unused. Your current game will be erased. To start a new game, slide the ON/OFF switch to OFF and back ON.

Troubleshooting

- If a problem occurs, remove all pawns from the gameboard and slide the ON/OFF switch to OFF and back ON.
- If the problem continues, remove the batteries and replace them with new ones.

Storage

- Make sure the ON/OFF switch is in the OFF position.
- Remove the Tudor Mansion from the plastic base. See Figure 5.

Figure 5

DO NOT DISASSEMBLE THE MANSION ASSEMBLY.

- Return all components to the box and close the lid for easy storage.
- Remove batteries if storing for an extended period of time.

To Order Additional Detective Notepads

To order additional detective's notebooks, send a check for \$2.50 (per notebook), made payable to Hasbro Promotions and Direct, to P.O. Box 693, Pawtucket, RI 02862-0693. Please allow 4-6 weeks for delivery.

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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